WCW™

WORLD CHAMPIONSHIP

# WRESTLING

NES—S9—USA★

FCI

**Please read this instruction booklet to ensure proper handling of your new game; then save the booklet for future reference.**

## Precautions

1. This is a high precision game. It should not be played or stored in places that are very hot or cold. Never hit it or drop it.
2. Avoid touching the connectors. Do not get them wet or dirty. Doing so may damage the game.
3. Do not clean with benzene, paint thinner, alcohol or other such solvents.

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**Nintendo recommends against using a rear projection television with your NES as image retention on the screen may occur.**

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# World Championship Wrestling

Become your favorite NWA wrestler and clobber your way to victory using specialty moves like Ricky Steamboat's "Flying Body Press" or Sting's "Scorpion Death Lock." Playing WCW, you'll feel like you're in the ring and part of the action fighting as a famous tag team, or going solo. Round by round, you defeat opponents until you face the final challenge–the WCW Master. Knock him out and you've earned the WCW Belt.

# Beginning the Game

## Mode Select Screen

1PLAYER GAME
SINGLE 5 MINUTES 1 ROUND
TAG 10 MINUTES 1 ROUND
2PLAYERS GAME
SINGLE 15 MINUTES 3 ROUNDS
TAG 20 MINUTES 3 ROUNDS

Select a mode by moving the cursor to the desired mode on the Mode Select Screen and pushing the start button. If you choose to play a single match against the computer, "Password" and "yes" or "no" will appear on the screen. If you choose "yes" to input the password, push start and the password screen will appear. Choose "no" using the start button and the wrestlers' names will appear on the screen.

## Password Screen

Input the 12 letter password by moving the cursor with the ✚ button and choosing the letters with A or B button. You can save your game if you are playing a one person game against the computer.

## Wrestler's Select Screen

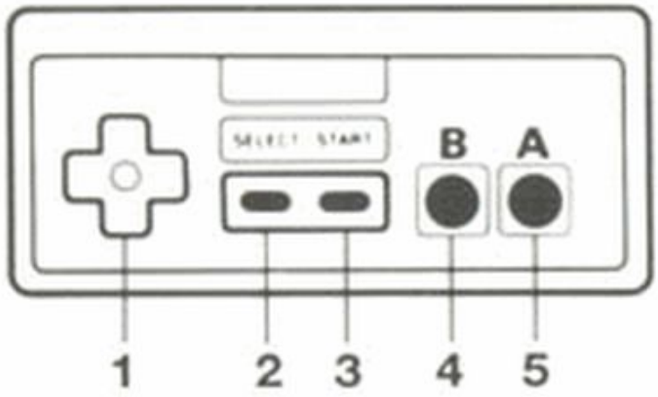
Select your favorite wrestler from the top 12 NWA wrestlers. Find out all the wrestlers' statistics by checking the Profiles on the demo screen. To choose, move the cursor with ✚ button and execute using A button. When you want to cancel your choice of wrestlers, press B button immediately and choose another wrestler. When a wrestler has been chosen, the cursor will turn red.

## Favorite Moves Select Screen

Each wrestler has 8 favorite moves which he can perform. Choose 4 of these moves per wrestler, per match. To select, move the cursor to the favorite move you want to use, and execute with A button. To cancel, push B button. One corner of ✚ button will turn red, indicating which part will perform the move when pushed along with B button. Remember which part of the ✚ button controls which move. You'll need to use these during the match.

*Now you're ready to begin the match!*

# Names of Controller Parts and Operating Instructions




*Use Controller 1 in 1 player games*
*Use Controller 2 for second player in 2 player games*

1. ✚ Button: Moves the cursor on the select screens
   Moves players during a match

2. Select Button: Moves the cursor on the select screens

3. Start Button: Executes mode on the select screens
   Displays scoreboard during a match

4. B Button: Executes kick

   B Button & ✚ Button: Executes body slam, head butt, and hammer throw depending on which direction the ✚ button is pressed.

5. A button: Executes punch

   A button & ✚ button: Executes one of the player's favorite moves

   A & B buttons together: Executes the player's specialty move.

# Modes

There are four different modes in World Championship Wrestling. You can play a single match or tag team match against the computer, or against another player.

| Mode | Game Type | Time | Description |
|---|---|---|---|
| **One Player: Single**<br>*One Player vs. One Computer Wrestler*<br><br>*In this mode, you can save the game to continue later.* | **One round match** | **5 min.** | You select one of the 12 wrestlers and have an elimination type tournament with the wrestlers in the order selected by the computer. When you win a match, you are faced with the next opponent. If there is a draw, you have to re-wrestle the same player in order to advance. If you lose, "continue" and "end" will be displayed on the screen. If you select "continue" then there will be a rematch with the same wrestler. If you select "end" then the game goes back to the title screen.<br>When you defeat all 11 wrestlers once, you will become a WCW Minor Champion. But the challenge doesn't end there. You have to go through one more round of bouts against all 11 wrestlers before you are faced with the final challenger: WCW Master. A victory against him gives you the WCW belt and proves you are a true WCW Champion. |

| Mode | Game Type | Time | Description |
|---|---|---|---|
| **One Player: Tag**<br>*One Player Tag Team vs. Computer Tag Team* | **One round match** | **10 min.** | Select two of the 12 wrestlers and fight against five teams of wrestlers chosen by the computer. The winner is determined by a point system. Different points are allocated for winning by "fall", "give up", "out of ring" and "time up". Each team will fight three series, and the team with the highest points wins. A score chart listing each teams wins and losses appears at the end of the match. |
| **Two Player: Single**<br>*Two Person Game-Wrestler vs. Wrestler* | **Three round match** | **15 min.** | Each player selects one wrestler from the 12 wrestlers. When one side wins two rounds, the game is over. When there is a draw after the three rounds are over, the player with more points is the victor. |
| **Two Player: Tag**<br>*Two Person Game-Tag Team vs. Tag Team* | **Three round match** | **30 min.** | Each player selects two wrestlers out of the 12 to form his tag team. As in the single match, whichever team wins two rounds win the game. |

## Time Per Match

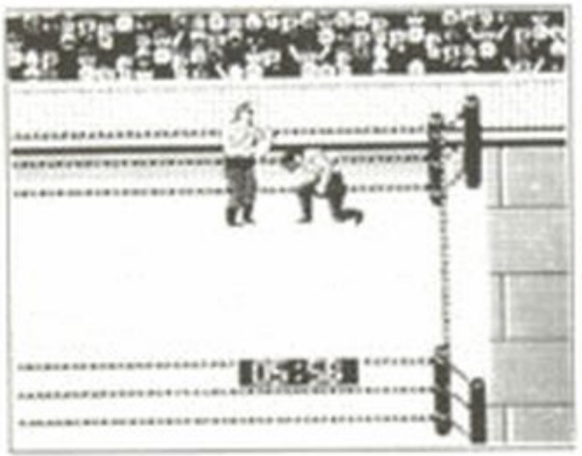
The amount of time per match varies according to the mode, and is shown at the bottom of the screen throughout the match. When there is no time left, "Time Over" will be displayed, and the game will be declared a draw.

## Ways to Win:

| | |
|---|---|
| **Fall Count** | When a player falls, the fall count is shown on the bottom of the screen, and when your opponent stays down for three counts, you win by "Fall" |
| **Give Up** | When a player applies a hold technique, and when the opponent's power point is 0, "Give Up" appears on the screen and you win by "Give Up". |
| **Penalty Count** | When a player climbs on top of the rope in a corner, a penalty count is displayed at the bottom of the screen. If the count reaches 5, he loses by "Penalty". |
| **Out of Ring Count** | When a player goes outside the ring, the out-of-ring count is displayed on the bottom of the screen. If the count reaches 20, the player will lose by being "Out-of-ring". If both wrestlers are out of the ring at this time, then it will be a draw. |

| **Points won:** | |
|---|---|
| 4 points | Winning by "Give up" or "Fall" |
| 2 points | Winning by "Out of Ring" or "Penalty" |
| 1 point | Draw by both sides being "Out of Ring" or "Time Running Out" |
| 0 points | All losses |

# Guide to Executing Moves



The basic moves, favorite moves, and specialty moves can only be used when the player is in contact with the opponent.

All players can kick and punch. After the opponent has been hit a number of times, he will kneel on the ground. Now is the time to take advantage of your opponent's weakness. Use a more advanced move to really nail him!

**Basic Moves:**

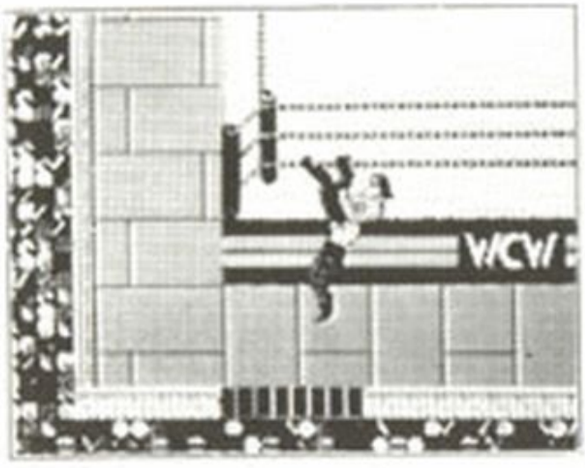
**& B Button= Body Slam**

**& B Button= Hammer throw (throws opponent to the *right* over the rope and out of the ring)**

**& B Button= Head butt**

**& B Button= Hammer throw (throws opponent to the *left* over the rope and out of the ring)**

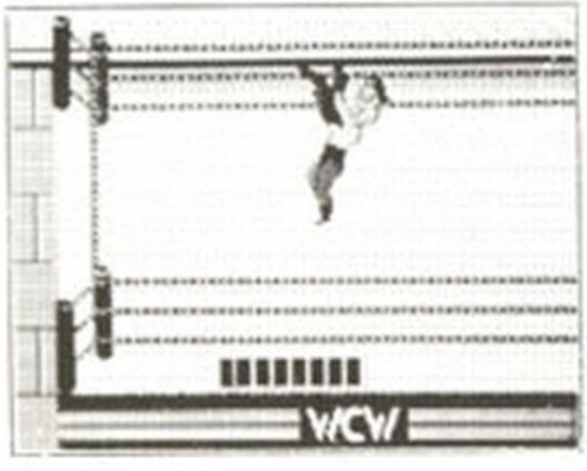
## Favorite Moves



Choose four favorite moves at the beginning of each game for each player. When you choose these moves, one section of the ✚ button (right, left, up or down) will turn red. Remember which part of the ✚ button controls which move. Push the ✚ button with A button to execute the move when the opponent kneels down. When the move is correctly executed, the power meter will appear at the bottom of the screen.

When A button is continuously pushed, the power meter constantly increases and decreases. Damage to the opponent will be greatest if you release the A button when the power level is high.

## Specialty Moves



Push A and B button at the same time to execute the specialty move.You can only perform this move near the center of the ring, and only when the opponent's total power points are below a certain level.

When a specialty move is applied correctly, the screen flashes, and the meter automatically reaches the highest level. Your opponent will suffer considerable damage.

## Additional Moves

| | |
|---|---|
| **Running:** | Start the wrestler running by pushing the ✚ button to the right or left while pressing A and B button continuously. When the wrestler begins running across the ring, push A or B buttons to perform the wrestler's special running move. |
| **Flying move:** | The opponent can jump down into the ring by climbing up on to one of the four corner posts and using A or B button. All wrestlers can use the flying move. To climb up onto a corner post, press the ✚ button in the direction of the corner, then execute a Diving Body Press with A button or Diving Knee Drop with B button.<br>To avoid a flying move, hit A or B button continuously. |
| **Fall:** | Use A button near where the opponent has fallen down to keep him down and begin the count. To get up before the final count, hit A or B button repeatedly.<br>When you fall near the rope, it automatically becomes a "rope break". |
| **Pulling up the opponent:** | Use B button near the feet of the fallen opponent. |

| | |
|---|---|
| **Climbing in and out of the ring:** | *Climbing out:*<br>Touch the rope and use the ✚ button down while pushing button A or B. You can climb outside of the ring only when your opponent is already outside the ring.<br>*Climbing in:*<br>Touch the rope on the lower part, and use ✚ button upward while pushing A or B button. |
| **Attack with a deadly weapon:** | Deadly weapons will appear only outside the ring. To pick up the weapons, use A or B button near the weapon. Once you've grabbed hold of the weapon, use A or B button near your opponent to use it. |
| **Getting away from the opponent's hold:** | Locks or holds can be especially painful. To escape a Neck Wringer, Scorpion Death Lock, Cobra Twist, Boston Crab or Neck Hang, continuously push A or B button. |
| | ***In a tag match, your tag team partner will come to your rescue. To call your partner into the ring, go back to your team's corner and use A or B button. Remember, once you switch, you cannot change players again for at least 8 seconds.*** |

# Wrestlers

| Name | Favorite Moves | Specialty Move | Running Move |
|---|---|---|---|
| **Ric Flair** | Boston Crab<br>Back Drop<br>Pile Driver<br>Brain Buster<br>Atomic Drop<br>Head Chop<br>Neck Breaker Drop<br>Bulldogging Head Lock | Jumping Neck Breaker Drop | A: Double Big-foot Kick<br>B: Big-foot Kick |
| **Sting** | Cobra Twist<br>Back Drop<br>Boston Crab<br>Pile Driver<br>Brain Buster<br>Bulldogging Head Lock<br>Double Arm Suplex<br>Neck Breaker Drop | Scorpion Death Lock | A: Tackle<br>B: Lariat |
| **Lex Luger** | Cranium Kick<br>Cobra Twist<br>Boston Crab<br>Back Drop<br>Brain Buster<br>Pile Driver<br>Atomic Drop<br>Double Arm Suplex | Neck Wringer | A: Drop Kick<br>B: Lariat |

| Name | Favorite Moves | Specialty Move | Running Move |
|---|---|---|---|
| **Mike Rotunda** | Cobra Twist<br>Back Drop<br>Boston Crab<br>Pile Driver<br>Brain Buster<br>Bulldogging Head Lock<br>Double Arm Suplex<br>Neck Breaker Drop | Double Arm Suplex | A: Jumping Knee Butt<br>B: Lariat |
| **Road Warrior *"Hawk"*** | Boston Crab<br>Neck Hang<br>Pile Driver<br>Brain Buster<br>Guillotine Drop<br>Double Arm Suplex<br>One Hand Back Breaker<br>Neck Breaker Drop | The Lariat | A: Drop Kick<br>B: Counter Kick |
| **Road Warrior *"Animal"*** | Power Lift<br>Back Drop<br>Boston Crab<br>Pile Driver<br>Brain Buster<br>Guillotine Drop<br>Neck Hang<br>One Hand Back Breaker | Power Slam | A: Tackle<br>B: Lariat |

| Name | Favorite Moves | Specialty Move | Running Move |
|---|---|---|---|
| **Steve Williams** | Power Lift<br>Back Drop<br>Guillotine Drop<br>Neck Hang<br>Brain Buster<br>Bulldogging Head Lock<br>Atomic Drop<br>One Hand Back Breaker | Oklahoma Stampede | A: Drop Kick<br>B: Lariat |
| **Kevin Sullivan** | Cranium Kick<br>Cobra Twist<br>Back Drop<br>Boston Crab<br>Brain Buster<br>Pile Driver<br>Bulldogging Head Lock<br>Atomic Drop | Brain Buster | A: Drop Kick<br>B: Lariat |
| **Ricky Steamboat** | Back Drop<br>Boston Crab<br>Guillotine Drop<br>Brain Buster<br>Pile Driver<br>Atomic Drop<br>Double Arm Suplex<br>One Hand Back Breaker | Flying Body Press | A: Drop Kick<br>B: Counter Kick |

| Name | Favorite Moves | Specialty Move | Running Move |
|---|---|---|---|
| **Rick Steiner**<br> | Cobra Twist<br>Back Drop<br>Boston Crab<br>Pile Driver<br>Guillotine Drop<br>Brain Buster<br>Double Arm Suplex<br>One Hand Back Breaker | Belly to Belly Suplex | A: Drop Kick<br>B: Flying Knee Kick |
| **Eddie Gilbert**<br> | Back Drop<br>Boston Crab<br>Pile Driver<br>Guillotine Drop<br>Neck Hang<br>Atomic Drop<br>Neck Breaker Drop<br>One Hand Back Breaker | Jumping Elbow Drop | A: Tackle<br>B: Lariat |
| **Michael Hayes**<br> | Cranium Kick<br>Back Drop<br>Boston Crab<br>Pile Driver<br>Brain Buster<br>Atomic Drop<br>Double Arm Suplex<br>One Hand Back Breaker | DDT | A: Tackle<br>B: Lariat |

## Compliance with FCC Regulations

This equipment generates and uses radio frequency energy and if not installed and used properly, that is, in strict accordance with the manufacturer's instructions, may cause interference to radio and television reception. It has been type tested and found to comply with the limits for a Class B computing device in accordance with the specifications in Subpart J of Part 15 of FCC Rules, which are designed to provide reasonable protection against such interference in a residential installation. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

- Reorient the receiving antenna
- Relocate the NES with respect to the receiver
- Move the NES away from the receiver
- Plug the NES into a different outlet so computer and receiver are on different circuits.

If necessary, the user should consult the dealer or an experienced radio/television technician for additional suggestions. The user may find the following booklet prepared by the Federal Communications Commission helpful:

*How to Identify and Resolve Radio-TV Interference Problems.* This booklet is available from the U.S. Government Printing Office, Washington, D.C. 20402, stock No. 004-000-00345-4.

# 90-Day Limited Warranty FCI Game Paks

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Fujisankei Communications International, Inc. (FCI) warrants to the original consumer purchaser that this FCI Game Cartridge shall be free from defects in material and workmanship for a period of 90 days from date of purchase. If defect covered by this warranty occurs during this 90-day warranty period, FCI will repair or replace the cartridge, at its option, free of charge. Replacement of the cartridge, free of charge, to the original purchaser (except for the cost of returning the game cartridge) is the full extent of our liability.

To receive this warranty service return the defective cartridge along with a dated proof of purchase and your name and address to an authorized FCI dealer or directly to FCI:
Fujisankei Communications International, Inc.
150 East 52 Street, New York, N.Y. 10022
Attention: Returns Department
(212) 753-8100

This warranty shall not apply if the cartridge has been damaged by negligence, accident, unreasonable use, modification, tampering, or by other unrelated causes to defective materials or workmanship.

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Not Just Kid Stuff

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